
Title: The Path to Power II

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Military means are by far the most effective way to achieve dominion. Not everyone is born into a royal family, it takes a certain initiative to take the step and place your foot in the door. I take king Beleth as example. When the Regency fell in on itself due to no doubt well placed infiltrators there was a void left after the one week reign of king Kronos. There were three major factions that made their dive for the kingship, Azreal, Cid and Beleth. Out of the three Cid was the first to claim the castle but could not hold out without allies. Azreal held much of the outer city but fear for his life at the hands of the

loyalists and increasing anti-Azreal propaganda inspired by Cid forced Azreal to remove himself and settle in Cove. Beleth, having allied himself with the orcs and various death cults managed to take the city and the throne by force alone. Knowing he could not win Cid escaped leaving the chair for the strongest military faction.

Using allies in battle:
Before accepting all alliances that present themselves to you it is important to understand that your force must be the most numerous on the battlefield. This is why one should never ally with large orders for they soon gather the upper hand in your campaign. This is why the alliance between ELF and the Rogues of Mystin will result in disaster as the elves are totally dependent on Mystin for the protection of Minoc. One must always steer away from a dependant position. Instead one should join forces with new or unproven orders for once they gain the first taste of success with you as allies they will be forever supportive of you and will stay with you till the end.

Using mercenaries in battle:
It is important to avoid using mercenaries whenever

possible. Troops that fight for gold tend to be easily bribed and what can start as a trusted partnership can end up with internal infiltrators. For example we can take the Order of the Grey Fist who switched sides in battle almost constantly. During the Moonglow campaign in Yew the OGF forces backstabbed the MTC militia as they were gathering for the invasion nearly ending the assault prematurely.

When you do use mercenaries make sure to return to the same ones if they prove useful but generally it is best to look for actual allies rather than killers for hire.

Use of non-humans in war and politics:

Avoid placing elves in positions of power, all elves are connected in a dark web, a conspiracy that desires nothing more but to overthrow all humanity and set up eternal elven states. Place elves in static unchangeable positions so that they can never move up to leadership roles. If possible remove all elves or move them into military grunt work.

Orcs and dwarves should be used only as front line troops and should also be kept from leadership roles. The chaotic nature of orcs makes them hard to command, if possible remove all orc allies

once the goal is achieved. Only the insane would place dwarves or orcs in diplomatic positions, such cattle is best left in the army. A drunken emissary will lose you honour and a diplomat that can not be understood is useless to you.

Choosing your target:
When making an attack on another's land it is important to first make a reason for the attack. You do not want to look like a tyrant to the international community. A good way to achieve reason for warfare is to plant an ally in the enemy army and have him cause an aggressive action against you that would justify retribution.

Choose a target capable of providing you with food supplies and basic necessities. This is why there have been little incursions into Caina as no one can hold out in a land dominated by harsh temperatures and conditions besides the undead.

Neutrality and why it is an error:

When you are called upon to ally by both sides on an attack it is best to choose a side. Those that remain neutral will not only get scorn from the loser but they will not be trusted by the winner. The proverb 'To the victor go the spoils' is

true in the case of neutrals who will in time become property of the winning side. Those who are neutral to all things never gain allies and remain small. For example the neutral stance of Stormhaven and the Knights of Sosaria forced King Kronos to step down from the throne as his support began to crumble, in the wake of the growing neutrality it was possible for aggressive forces like OES to claim a vast amount of land over the divided pacifists. If there was an allied stance taken by the former allies and loyalists it would have been possible to smash the Ebon Skull into bits.

Choosing your inner circle:
Choose only those who are competent in their tasks, never give power and responsibility to someone just because of something they did years ago. One must look at the present and judge according to what one sees in a potential associate. First one needs at least two close helpers from the order you lead. Have one be in charge of military and training and have the other more eloquent individual enter the realm of politics. One man running the show builds up frustration and will result in failure. Reward those who show promise and

encourage those that
you have not yet
befriended out of your
regular troops as if
at any time your
inner circle disbands
you will need to refill
the positions. Even
thought you split
tasks between your
helpers make sure
they run all things
through you, you do
not need internal
competition, all things
must lead to your goal
not the personal goals
of your underlings.
Never place a
previously unaligned
person in your inner
circle, one should not
want to show
favouritism of
outsiders. Always
choose from long time
servants and avoid
those known to jump
between different
orders.